



## The Age of Reformation A Civilization 2 ToT scenario by Cio2units

*„If you want to change the world, pick up your pen and write.“*

**Martin Luther (1483 – 1546)**

Thank you very much for playing the scenario.

This scenario is a typically civilization game with a complete researchable technology tree, government switchings and unit development. I'm sure you will have fun playing it. Below are some things you should know before starting the scenario.







The scenario uses LUA scripts, which allowed me to implement events which won't be possible with the old Macro language. Special thanks goes to Prof.Garfield, who provided all the scripts and supported me much.

### GAME SETTINGS

- The scenario starts in January 1517 and ends in January 1650 (267 turns)
- Technology paradigm: 30/10
- One turn means 6 months in game
- No technology from conquest of enemy cities
- Pollution is disabled
- Ingame currency is Thaler
- Cities can't be destroyed
- Don't found new cities with your Peasants/Engineers
- No stack kills
- Movement multiplier: 1
- Cobbled Roads (Railroad) multiplier: 4
- River multiplier: 0
- Alpine multiplier: 0

## DIPLOMACY RULES

Diplomacy is limited in this scenario. Following are the settings.

Tribe		Diplomacy settings
	Kingdom of England	Negotiations always available
	Kingdom of France	Limited negotiations (Negotiations disabled during the Italian Wars)
	Protestant League	Limited negotiations (Negotiations disabled during the Thirty Years War)
	Neutral Alliance	Negotiations disabled (All tribes are allied with the Neutral Alliance)
	Ottoman Empire	Negotiations disabled (You are in a permant state of war with the Ottoman Empire)
	Aztec Empire	Negotiations disabled (You are in a permant state of war with the Aztec Empire)

Unfortunately the Ottomans and Aztecs negotiate with you, even if you can't sign any treaties with them. The Ottomans for example signs a peace treaty and attacks you in the same turn because LUA resets the treaties. I don't know how I can solve the problem with the negotiations at the moment.






















## GOVERNMENTS




All governments are available. I've renamed them for fitting them for the era where the scenario plays:

Government form		Original government form	Required technology
	Principality	Anarchy	-
	Feudal Monarchy	Despotism	-
	Absolute Monarchy	Monarchy	-
	Administrative Monarchy	Communism	Administrative Monarchy
	Theocracy	Fundamentalism	Theocracy
	Noble Republic	Republic	Noble Republic
	Merchant Republic	Democracy	Merchant Republic



## UNITS

The following units are buildable. Some units need a particular improvement for recruiting. You will get the technology „Pike and Shot“ automatically via event in 1595. This should prevent researching the more powerful units earlier in game.





Unit		Unit stats				Required technology	Required improvement	
		Att	Def	HP	FP			
	Peasants	Settler abilities				-		Grain Exchange
	Engineers	Engineer abilities				Higher Education		University
	Religious Fanatics	4	4	1	4	Theocracy		Church
	Supply Wagon	Trade unit (Caravan)				-		Market
	Noble Merchant	Trade unit (Freight)				Merchant Republic		Merchant's Quarter
	Pike Militias	3	3	2	1	-	-	-
	Pikemen	4	6	2	1	-	-	-
	Rodeleros / Longswordsmen	6	4	2	2	-	-	-
	Arquebusiers	7	4	2	3	-	-	-
	Pikemen I	5	6	2	1	Body Armour	-	-
	Rodeleros I / Longswordsmen I	7	6	2	2	Basic Training	-	-
	Calivermen	8	4	2	4	Improved Arquebus	-	-
	Town Militias	4	5	2	1	Pike and Shot	-	-
	Pikemen II	6	7	3	1	Pike and Shot	-	-
	Musketeers	9	5	2	5	Matchlock Firearms	-	-
	Armoured Cavalry	8	5	2	2	-	-	-

Unit		Unit stats				Required technology	Required improvement	
		Att	Def	HP	FP			
	Cuirassiers	9	6	2	4	Caracol Tactics	-	-
	Cavalry	10	7	2	2	Cavalry Tactics	-	-
	Harquebusiers	11	4	2	5	Carbine Rifles	-	-
	Falconet	7	2	2	4	-		Blacksmith
	Culverin	9	2	2	5	Ballistics		Blacksmith
	Heavy Artillery	12	3	2	6	Artillery Tactics		Manufacture
	Siege Mortar	14	1	2	6	Siege Weaponry		Armour Factory


The following units are only available in the New World

Unit		Unit stats				Required technology	Required improvement
		Att	Def	HP	FP		
	Tlaxcalan Warriors	5	4	1	2	-	Treats all squares as road squares
	Conquistadors	8	5	2	2	-	Can see units two spaces away




The following units are only available in Italy

Unit		Unit stats				Required technology	Required improvement
		Att	Def	HP	FP		
	Italian Spearmen	4	6	2	1	-	-
	Italian Swordsmen	6	4	2	2	-	-
	Italian Arquebusiers	7	4	2	3	-	-
	Condottieri	8	5	2	2	-	-

The following unit is only available in Madrid

Unit		Unit stats				Required technology	Special abilities
		Att	Def	HP	FP		
	Guardia Real	10	7	2	5	Professional Training	Ignores City Walls +50 % defence bonus against units with a movement of 2 or higher

The following units are only available within the Holy Roman Empire

Unit		Unit stats				Required technology	Required improvement
		Att	Def	HP	FP		
	Landsknechte	4	6	2	1	-	-
	Doppelsoldner	6	4	2	2	-	-
	Reiter	8	5	2	2	-	-

Units, which are only available via events

Unit		Unit stats				Event	Special abilities
		Att	Def	HP	FP		
	Byzantine Rebels	5	4	2	1	Resurrection of the Byzantine Empire	Ignores City Walls
	San Martin	14	10	3	4	Spanish Armada	-


## MERCENARY UNITS

You can hire mercenaries by pressing key „3“ on the keyboard. Mercenaries are only available within the Holy Roman Empire and Northern Italy. The cities must be under your control and the amount of the mercenaries is limited.


Unit		Unit stats				Available from – to	Costs	Max. amount
		Att	Def	HP	FP			
	Landsknechte	4	6	2	1	1517 – 1595	80 Thaler	15
	Pikemen	4	6	2	1	1517 – 1595	80 Thaler	15
	Doppelsoldner	6	4	2	2	1517 – 1595	125 Thaler	10
	Reiter	8	5	2	2	1517 – 1595	250 Thaler	5

Unit		Unit stats				Available from – to	Costs	Max. amount
	Falconet	7	2	2	4	1517 – 1595	375 Thaler	2
	Cuirassiers	9	6	2	4	1545 – 1650	450 Thaler	5
	Pikemen II	6	7	3	1	1595 – 1650	450 Thaler	15
	German Mercenaries	9	5	2	5	1595 – 1650	525 Thaler	10
	Harquebusiers	11	4	2	5	1595 – 1650	600 Thaler	5
	Demi-Culverin	10	2	2	5	1595 – 1650	900 Thaler	2




## NAVAL UNITS



Unit		Unit stats				Required technology	Special abilities
		Att	Def	HP	FP		
	Galley	5	4	1	3	-	Must stay near land
							Can carry 2 units
	War Galley	8	5	2	3	-	Must stay near land
							Can carry 1 unit

The following unit can only build in Constantinople and Venice.

Unit		Unit stats				Required technology	Special abilities
		Att	Def	HP	FP		
	Galleass	10	6	2	4	-	Must stay near land
							Can carry 3 units

The following unit can only build in Cadiz, Lisbon, A Coruna, Bordeaux, Caen, Amsterdam, Hamburg, London and Newcastle.

Unit		Unit stats				Required technology	Special abilities
		Att	Def	HP	FP		
	Caravel	0	4	2	2	-	Two space visibility
							Can carry 3 units
	Carrack	6	5	2	2	Compass	-
	Merchant Galleon	0	6	3	2	Square Rigging	Two space visibility
							Can carry 6 units




Unit		Unit stats				Required technology	Special abilities
		Att	Def	HP	FP		
	Galleon	10	8	3	3	Square Rigging	Can spot invisible enemy ships
	Warship	12	10	3	3	Naval Artillery	-

## IMPROVEMENTS




















The following improvements can be build.

Icon	Name	Original name	Required Technology
	Throne	Palace	Administrative Monarchy
	Military Camp	Barracks	Basic Training
	Grain Exchange	Granary	Agriculture
	Mosque	Temple	<b>Not buildable</b>
	Market	Marketplace	Trade Routes
	Monastery Library	Library	Monasticism
	City Hall	Courthouse	Bureaucracy
	Castle	City Walls	-
	Sewer System	Aqueduct	Hygiene
	Bank	Bank	Double-entry Accounting
	Church	Cathedral	Christianity
	School	University	Education
	Temple	Colosseum	<b>Not buildable</b>
	Blacksmith	Factory	Guilds
	Manufacture	Manufacturing Plant	Metallurgy
	Armour Factory	Power Plant	Mass Production
	Sawmill	Hydro Plant	Fluid Mechanics
	Merchant's Quarter	Stock Exchange	Merchant Republic
	Hospital	Sewer System	Medicine
	Great Market	Supermarket	Three-Field System
	Cobbled Roads	Superhighways	Road Network
	University	Research Lab	Higher Education
	Coastal Defence	Coastal Fortress	Coastal Defence
	Harbor	Harbor	Sea Trade



Icon	Name	Original name	Required Technology
	Shipwright	Offshore Plattform	<b>Not buildable</b>
	Royal Guards	Police Station	Administrative Monarchy
	Drydock	Port Facility	<b>Not buildable</b>
	Treasury	(Capitalization)	-



## WONDERS

Icon	Name	Original name	Location
	Dome of the Rock	Pyramids	Jerusalem
	Cathedral of Notre Dame	Hanging Gardens	Paris
	Fugger Bank	Colossus	Nuremberg
	Hanseatic League	Lighthouse	Stettin
	Great Mosque of Damascus	Oracle	Damascus
	Malbork Castle	Sun Tzu's War Academy	Danzig
	Le Mont-Saint-Michel	King Richard's Crusade	Caen
	Speyer Cathedral	Michelangelo's Chapel	Frankfurt
	University of Naples	Copernicus' Observatory	Naples
	Venetian Arsenal	Magellan's Expedition	Venice
	Hagia Sophia	Shakespeare's Theatre	Constantinople
	Holy See	J. S. Bach's Cathedral	Rome
	Oxford University	Isaac Newton's College	London
	Medici Bank	Adam Smith's Trading Company	Florence
	Pyramids of Gizeh	Statue of Liberty	Cairo
	Crown of Castille	Eiffel Tower	Madrid
	Holy Roman Empire	Women's Suffrage	Vienna
	Dutch Textile Industry	Hoover Dam	Antwerp
	University of Bologna	SETI Program	Florence
	Church of the Holy Sepulchre	Cure of Cancer	Jerusalem



## EVENTS WHICH ARE REALIZED WITH LUA

There are two non historical events which can give you extra money, if you agree.

Event	Year (Turn)	Conditions	Reward
 Resurrection of the Byzantine Empire	1517 (Turn 2)	Conquer Arcadia, Athens, Durazzo, Saloniki, Burgas, Constantinople, Canakkale, Smyrna and Brusa	10.000 Thaler
 Kingdom of Heaven	-	Conquer Aleppo, Damascus, Jaffa and Jerusalem	4.000 Thaler

Some events gives you a choice option, for other events you need money. Following are the events which requires a specific amount of money

Event	Year (Turn)	Costs	Reward
 El Dorado	1520 (Turn 8)	150 Thaler	Conquer Santarem and gain a bonus of 15 Thaler each turn
 The Inca Empire	1526 (Turn 20)	250 Thaler	Conquer Quito and Tomebamba and gain a bonus of 250 Thaler each turn
 Siege of Tunis	1535 (Turn 38)	450 Thaler	-
 French Wars of Religion	1562 (Turn 92)	800 Thaler	Weakens the Kingdom of France.
 Siege of Cyprus	1570 (Turn 108)	800 Thaler	-
 Francis Drake	1577 (Turn 122)	500 Thaler	You loose 20 % of the treasury during the next 10 turns, if you don't agree
 Iberian Union	1580 (Turn 127)	2.000 Thaler	The Portuguese Empire became part of the Spanish-Habsburg Empire
 Spanish Armada	1588 (Turn 144)	1.500 Thaler	You get a large fleet including the Spanish flagship ,San Martin'

You can gain a money bonus if you achieve the following conditions

Event		Conditions	Reward
	Colonization of Cuba	Hold Habana, Camaguey and Moron. You can automatically colonize Cuba by researching the technology „ <b>Colonization of Cuba</b> “	Gain 10 Thaler each turn
	Spanish Treasure Fleet	Hold Zacatecas, Tegucigalpa, Chorotega and Bogota	Gain a bonus of 250 Thaler or 400 Thaler each turn
	Sugar, the White Gold	Hold Habana, Camaguey, Moron, Santo Domingo, Angostura, Guayana, Panama, Chortli, Jamaica, Caguas and Mayaro	Gain a bonus of 175 Thaler each turn
	The Ivory Coast	Hold Ondo, Abidjan and Accra	Gain a bonus of 50 Thaler each turn
	The Italian Wars	Conquer Venice and Genoa until 1526	Gain a bonus of 150 Thaler each turn

## THE REFORMATION

Cities within the Roman Empire can change ownership to the Protestant League during the Reformation Progress. You can avoid this by paying money. Following are the cities, which are affected by the Reformation Progress:

City	Owner at the start of the game	Price	Special
Stettin	Christian Nations	175 Thaler	City has wonder Hanseatic League (Lighthouse)
Berlin	Spanish-Habsburg	80 Thaler	
Hamburg	Christian Nations	250 Thaler	
Frankfurt	Spanish-Habsburg	500 Thaler	City has wonder Speyer Cathedral (Michelangelo's Chapel)
Nuremberg	Christian Nations	350 Thaler	City has wonder Fugger Bank (Colossus)
Cologne	Christian Nations	-	Not affected by Reformation Progress
Strasbourg	Christian Nations	-	Will change ownership to Protestant League after „ <b>Protestation at Speyer</b> “ event
Hanover	Christian Nations	-	
Dresden	Christian Nations	-	
Munich	Spanish-Habsburg	-	Not affected by Reformation Progress

The Reformation Progress start in July 1529 (Turn 26) and ends in July 1609 (Turn 186). After foundation of the Catholic League, all remaining non Protestant cities within the Holy Roman Empire will change ownership to the Spanish-Habsburg Empire.

## VICTORY CONDITIONS

For a complete victory, the following cities must be under your control:

OBJECTIVE points	Cities
<b>EUROPE</b>	
3x OBJECTIVE points	Munich, Strasbourg, Frankfurt, Nuremberg, Dresden, Berlin, Stettin, Hanover, Hamburg, Cologne, Amsterdam, Antwerp
1x OBJECTIVE points	Zurich, Dijon, Brussels, Prague, Budapest, Zagreb, Trieste, Szeged, Debrecen, Belgrade
<b>NEW WORLD</b>	
3x OBJECTIVE points	Tenochtitlan (Mexico City), Zacatecas, Tegucigalpa, Chorotega (San José), Quito, Tomebamba (Guayaquil), Bogota
1x OBJECTIVE points	Santarem, Habana (Havana), Camaguey, Moron (Santiago de Cuba), Santo Domingo, Angostura (Paramaribo), Guayana (Ciudad Guayana), Panama (Panama City), Chortli (La Ceiba), Jamaica (Kingston), Caguas (San Juan), Mayaro (San Fernando), Anguilla, Dominica, Tuxpan (Tampico), Xalapa (Veracruz), Tehuacan, Cihuatlan (Acapulco), Xicallancas (Villahermosa)
<b>AFRICA</b>	
1x OBJECTIVE points	Tunis, Tripolis, Alexandria, Cairo, Ondo, Abidjan, Accra

Victory	Points
<b>Maximum points</b>	<b>93</b>
Decisive victory	90
Marginal victory	80
Marginal defeat	50
Decisive defeat	30